

4. (Amended) A system for enhanced software fault tolerance in a Distributed Component Object Model comprising:

Q²
a first server object instance from the pool with a client request until an error occurs in the first server object instance; and

a determining program module which determines whether the error is minor and continuing the first server object instance or if the error is significant the client invokes a second server object instance from the pool to replace the first server object instance in processing the client request.

11. (Amended) The method of claim 7 further comprising the steps of:

comparing processing results of the N different server object instances to detect errors in any one of the N different server object instances;

Q³
determining that an error was produced by one of the N different server object instances; and

removing the server object instance that produced the error, if N is three or greater.

12. (Amended) A system for enhanced software fault tolerance in a Distributed Component Object Model comprising:


a client;

a pool of at least N different server object instances on multiple machines, wherein N different server object instances are required, the client maintains the pool, and the client invokes the N different server object instances from the pool to provide software fault tolerance; and

a comparing program module which compares processing results of the N different server objects to detect errors in any one of the N different server object instances.

13. (Amended) The system of claim 12 wherein the system comprises:

a determining program module which determines that an error was produced by one of the N different server object instances whereby the server object instance that produced the error is removed from the system, if N is three or greater.

 14. (Amended) A system for enhanced software fault tolerance in a Distributed Component Object Model comprising:

a client;

a pool of at least N plus one different server object instances on multiple machines, wherein N different server object instances are required, the client maintains the pool, the client invokes N different server object instances from the pool; and

a detecting program module which detects whether one of the N server object instances produces an error whereby the client invokes another server object instance from the pool as a replacement for the server object instance that produced the error.

15. (Amended) A system for enhanced software fault tolerance in a Distributed Component Object Model comprising:

a client;

a pool of at least N plus one different server object instances on multiple machines, wherein N different server object instances are required, the client maintains the pool, the client invokes N different server object instances from the pool; and

an error identifying program module which enables the client to identify an error produced by one of the N different server object instances whereby the client invokes another server object instance from the pool as a replacement for the server object instance that produced the error.

16. (Amended) A system for enhanced software fault tolerance in a Distributed Component Object Model comprising:

a client;

a pool of at least N plus one different server object instances on multiple machines, wherein N different server object instances are required, the client maintains the and invokes N different server object instances from the pool; and

an error identifying program module which enables one of the N different server object instances to identify an error produced by one of the N different server object instances whereby the client invokes another server object instance from the pool as a replacement for the server object instance that produced the error.
